

COMPETITOR GUIDE

2025

U18

PROVINCIALS



Nov. 15, 2024

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Please review the Rules Supplement for additional rules and information. The Rules Supplement is common to all competitions.

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U18 PROVINCIALS:

Your team has decided to participate in the NOCA U18 Provincial January 15 – 19, 2025 at the McIntyre Curling Club in Timmins.

Eligibility:

4 players – less than 18 years of age on June 30, 2024. Born July 1, 2006 or later.

CANADIAN U18 CURLING CHAMPIONSHIP:

The winning U18 Boys' and U18 Girls' teams will advance to the Canadian U18 Curling Championship February 16 – 22, 2025 in Saskatoon, Saskatchewan.

The entry fee is \$340.00 plus HST, plus a \$25 Curling Canada Competitor Card fee for four players. Additional players must also pay the \$25 Curling Canada competitor fee.

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COMPETITION FORMAT:

The 2025 Northern Ontario U18 Provincial format will be:

Two teams - Best Three out of Five

Three or Four teams – Double Round Robin - final

Five or Six teams - Single Round Robin - final

Seven or Eight teams – Single Round Robin – semi-final and final

Nine or more teams – Triple knockout – 3 qualifiers – semi-final and final

In all triple knockout draws, teams will be required to peer rank each team involved in the draw except their own. Final rankings will be prepared by the Executive Director and/or Competitions Chair.

STONE SELECTION, PRACTICE & LAST STONE ADVANTAGE – Round Robin and Triple Knockout

In each draw the team listed first shall have top of the scoreboard color and practice first for nine (9) minutes, beginning thirty (30) minutes prior to the posted draw time. The team listed second, shall have bottom of the scoreboard color and practice immediately following the first team's draw to the button for last stone advantage.

A team is allowed to throw its own stones during practice and not those of the opposition.

Triple Knockout Draws:

In each draw the teams shall flip a coin, for choice of rock color or first/second practice, a minimum of forty (40) minutes prior to the scheduled draw time.

Last Stone Advantage:

Last stone advantage (hammer) in the first end will be decided by a draw to the button following each team's nine (9) minute pre-game practice. Two different players from each team will each deliver a stone towards the home end (full sweeping allowed, one player must hold the target broom) and the better total distance of the two draws between the two teams will receive last stone advantage in the first end. The first player will deliver the clockwise rotation, and the second player will deliver the counter clockwise rotation. A stone delivered after the practice time has elapsed and prior to the announcement, or thrown with the incorrect turn, or not delivered within the time allotted by the umpire (the stone must reach the nearer tee line before the time expires) will be assigned 199.6 cm. Only the four 'game' players are allowed on the ice surface during the determination of hammer.

Teams must name the players delivering the last stone draws, including which turns, before the start of the first team practice. Failure to do so will result in an assigned distance of 399.2 cm being assigned to the team.

Should the team with first practice record a cumulative distance of 0.0 or 399.2 cm, a third player, different from the first two throwers, will deliver a draw to the button with a clockwise rotation. If the third player records 0.0 or 199.6 cm, a fourth player different from the first three throwers, will deliver a draw with a counterclockwise rotation, and so on, until a number other than 0.0 or 199.6 cm is registered.

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The team shall then leave the ice, and the second team will practice. If the second team registers the same two-stone distance as the team with first practice (other than 0.0 or 199.6 cm) the individual LSD distances are compared, and the lowest non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the same individual LSD stone distances, the teams will alternate delivering one stone each with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.

Should the team with second practice record a cumulative distance of 0.0 or 399.2 cm, a third player, different from the first two throwers, will deliver a draw to the button with a clockwise rotation. The team will continue to throw (different throwers, alternating rotations) until a different comparable distance is achieved with the first team's distance thrown in the same order.

If an alternate player is used, they may deliver LSD(s) for the player they are replacing. Teams may use an Alternate player's LSD(s) for only one player.

# of Round Robin Games	Minimum for each player
3	1 stone
4-6	2 stones, minimum 1 clockwise + minimum 1 counterclockwise
7	3 stones, minimum 1 clockwise + minimum 1 counterclockwise

Umpires will assume that every team that wins the last stone draw will want the last stone in the first end. If there is any time that a team does not want the last stone if they win the last stone draw, then they must inform the Umpire before the start of their practice.

Opposing teams must remain behind the glass during their opponent's pre-game practice. If that is not feasible, then the opposition must stand as far behind the sheet as possible, so as not to distract or intimidate the other team.

A draw to the button for last stone advantage that is moved by a team member prior to the measure will be assigned the distance to the next defined circle away from the button.

- In or touching the button = 29.4 (subject to change if the bottom diameter is more than one (1) foot)
- In or touching the four foot = 75.1 cm
- In or touching the eight foot = 136.1 cm
- In or touching the twelve foot = 197.1 cm

If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to as close to its original position by the delivering team.

NOTE: Total Draw Distance is the cumulative total of all draw distances for last stone advantage (hammer), in each game, for each team (excluding playoff games). Only the combined distance of the first two draw attempts for last stone advantage will be recorded for the Total Draw Distance required at the end of round robins to break unsolvable ties. The highest two draws will NOT be counted in the Total Draw Distance.

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PLAYOFF RANKING PROCESS – Round Robin

When teams are tied for a playoff position, the win/loss record of those teams against each other shall be used to determine their ranking and therefore what teams advance to the playoffs.

If a complete ranking of the tied teams cannot be established by a single comparison of the win/loss record of all tied teams, and ties remain, a second comparison for ranking shall be made utilizing the win/loss records of only the remaining tied teams.

When ranking of tied teams eligible for the playoffs cannot be established by successive comparisons of win/loss records, i.e. unsolvable ties, only those teams that remain tied after such comparisons shall be ranked by implementing the ranking based on the Total Draw Distance of pre-game draw shots to the button for last stone advantage (the highest two draw shots will NOT be counted). The least accumulated distance shall receive the highest ranking until the ranking has been completed (this will apply to any teams that split their round robin games after a double round robin).

STONE SELECTION, PRACTICE & LAST STONE ADVANTAGE – Playoffs – Round Robin

There will be NO tiebreakers scheduled when there are teams tied with a qualifying record after the double round or single round robin. Teams tied for a qualifying position may be eliminated by their win/loss record against tied teams or by Total Draw Distance.

THREE or FOUR teams – Following the conclusion of the double round robin competition the top two (2) teams will play in a FINAL championship game.

FIVE or SIX teams – Following the conclusion of the single round robin competition the top two (2) teams will play in a FINAL championship game.

SEVEN or EIGHT teams – Following the conclusion of the single round robin competition the top three (3) teams will advance to the playoff round. The teams that finished second and third will participate in a SEMI- FINAL with the winner of the semi-final then playing the first-place team in the FINAL championship game.

The Chief Umpire will make all decisions regarding the administration of playoff games.

Additional information relative to sheet assignments and rock selection will be discussed by the Chief Umpire with the teams involved after the last game of the round robin.

Immediately after any playoff positions have been determined and prior to each game, each team involved in the next scheduled playoff game shall be asked by the Chief Umpire to select their choice of stone handle color. Each team shall be allowed a maximum of 15 minutes to make its selection. Failure to comply shall result in a set of stones being assigned. Upon the conclusion of each playoff draw, the same process shall be implemented again. In all playoff games a complete set of rocks from any sheet must be chosen. Stone handles shall not be changed from one set of stones to another.

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In all playoff games, a team finishing ahead of another team (according to win/loss record) will gain last stone advantage (hammer with first pre-game practice) AND choice of stone color.

When the round robin win/loss record of the two teams involved in a playoff or tiebreaker game is the same, the team that won the game between the two during the round robin shall have choice of either last stone advantage (hammer with first pre-game practice) OR stone color UNLESS their ranking has been determined by Total Draw Distance, then those results shall provide the higher ranked team with choice of color AND second practice and teams will draw to the button for last stone advantage.

When last stone has not been determined by a draw to the button, the team delivering the last stone in the first end will practice first.

When a semi-final and final are scheduled, the first place team's access to practice ice will be at the discretion of the Chief Umpire. All practice sessions will be supervised, and the length of the practice will be at the discretion of the Chief Umpire.

STONE SELECTION, PRACTICE & LAST STONE ADVANTAGE – TRIPLE KNOCKOUT PLAYOFF

In the triple knockout draw, three (3) qualifiers will be declared with one (1) 'A', one (1) 'B', and one (1) 'C' qualifiers. The 'A' qualifier will advance to the Canadian U18.

The 'B' and 'C' qualifiers will play in a semi-final game with the winner advancing to the Canadian U18 and will play the 'A' qualifier in a final game to determine the NOCA champion.

Immediately after the final three playoff positions have been determined and prior to each playoff game, each team involved in the next scheduled playoff game shall be asked by the Chief Umpire to select their choice of stone handle color. Each team shall be allowed a maximum of 15 minutes to make its selection. Failure to comply shall result in a set of stones being assigned. Upon the conclusion of each playoff draw, the same process shall be implemented again. In all playoff games a complete set of rocks from any sheet must be chosen.

In the semi-final game, the 'B' qualifier will have last stone advantage (hammer) **or** choice of color. In the final game, the 'A' qualifier will have last stone advantage **and** choice of stones from all stones used in the event.

The 'A' qualifier's access to practice ice will be at the discretion of the Chief Umpire. All practice sessions will be supervised, and the length of the practice will be at the discretion of the Chief Umpire

SCHEDULE & LOCATION FOR EVENT:

The schedule and location of this event will be posted on the NOCA website.

NOTE: If the NOCA deems that due to circumstances that have developed that it is in the best interest of the competition to change the hosting venue, then the venue may be changed.

Please review the Rules Supplement for additional rules and information. The Rules Supplement is common to all competitions.